

FIG. 1

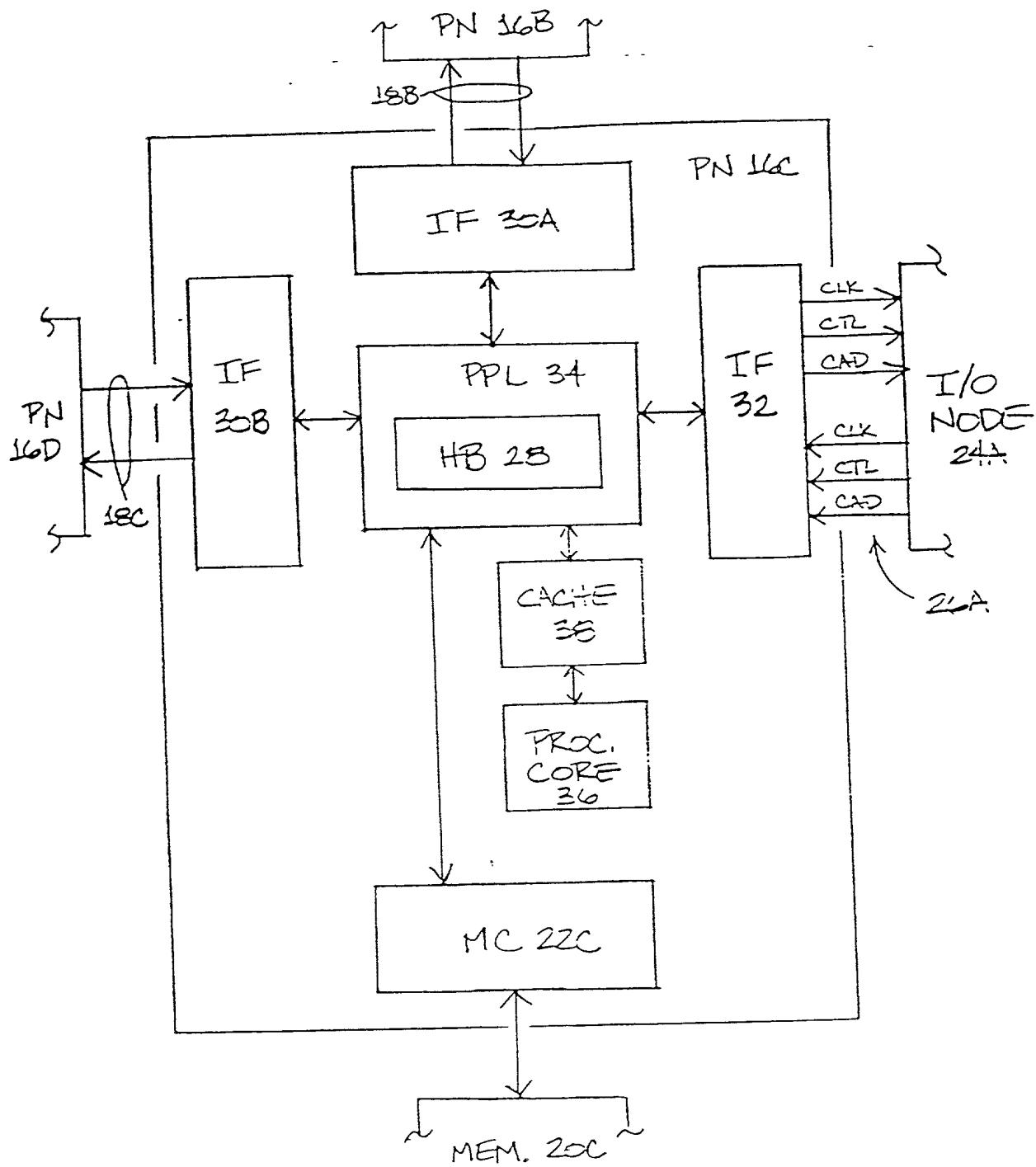


FIG. 2

Bit Time	7	6	5	4	3	2	1	0
0								CMD[5:0]
1								
2								
3								

40 FIG. 3

Bit Time	7	6	5	4	3	2	1	0
0	Src Unit [1:0]							CMD[5:0]
1	DestNode[2:0]			Dest Unit[1:0]		SrcNode[2:0]		
2					SrcTag[4:0]			
3								
4				Addr[15:8]				
5					Addr[23:16]			
6						Addr[31:24]		
7							Addr[39:32]	

42 FIG. 4

Bit Time	7	6	5	4	3	2	1	0
0	Src Unit [1:0]							CMD[5:0]
1		DestNode[2:0]		Dest Unit[1:0]			SrcNode[2:0]	
2					SrcTag[4:0]			
3								

44 → FIG. 5

Bit Time	7	6	5	4	3	2	1	0
0					Data[7:0]			
1					Data[15:8]			
2				Data[23:16]				
3			Data[31:24]					
4			Data[39:32]					
5			Data[47:40]					
6			Data[55:48]					
7			Data[63:56]					

46 → FIG. 6

<u>CMD Code</u>	<u>VChan</u>	<u>Command</u>	<u>Packet Type</u>
000000	-	Nop	Info
000001	NPR	VicBlk	Request/Address / Data
000010	-	Reserved	-
000011	NPR	ValidateBlk	Request/Address
000100	NPR	RdBlk	Request/Address
000101	NPR	RdBls	Request/Address
000110	NPR	RdBlkMod	Request/Address
000111	NPR	ChangeToDirty	Request/Address
x01xx	NPR or PR	Wr(Sized)	Request/Address / Data
01xxxx	NPR	Read(Sized)	Request/Address
100xxx	-	Reserved	-
110000	R	RdResponse	Response / Data
110001	R	ProbeResp	Response
110010	R	TgtStart	Response
110011	R	TgtDone	Response
110100	R	SrcDone	Response
110101	R	MemCancel	Response
11011x	-	Reserved	-
11100x	P	Probe	Request/Address
11101x	P	Broadcast	Request/Address
11110x	-	Reserved	-
111110	-	Reserved	-
111111	-	Sync	Info

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FIG. 7

Bit Time	7	6	5	4	3	2	1	0	
0	SeqID[3:2]		CMD[5:0]						
1	Pass PW	SeqID[1:0]		UnitID[4:0]					
2			SrcTag[4:0]						
3			Addr[7:2]						
4	Addr[15:8]								
5	Addr[23:16]								
6	Addr[31:24]								
7	Addr[39:32]								

FIG. 8 50

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Bit Time	7	6	5	4	3	2	1	0
0			CMD[5:0]					
1	Pass PW	Bridge			UnitID[4:0]			
2			Error		SrcTag[4:0]			
3			NXA					

FIG. 9

<u>CMD Code</u>	<u>VChan</u>	<u>Command</u>	<u>Packet Type</u>
000000	-	Nop	Info
000001	-	Reserved	-
000010	NPR	Flush	Request
000011	-	Reserved	-
0001xx	-	Reserved	-
x01xxx	NPR or PR	Wr(Sized)	Request / Address / Data
01xxxx	NPR	Read(Sized)	Request / Address
100xxx	-	Reserved	-
110000	R	RdResponse	Response / Data
110001	-	Reserved	-
110010	-	Reserved	-
110011	R	TgtDone	Response
11010x	-	Reserved	-
11011x	-	Reserved	-
11100x	-	Reserved	-
11101x	PR or NPR	Broadcast	Request / Address
111100	PR	Fence	Request
111101	-	Reserved	-
111110	-	Reserved	-
111111	-	Sync	Info

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Fig. 10

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FIG. 11

Request 1 TYPE	Request 2 TYPE	WAIT REQUIREMENTS
MEMORY WRITE	MEMORY WRITE	1. Req2 MUST WAIT FOR TgtStart1. 2. SrcDone2 MUST WAIT FOR TgtDone1. 3. TgtDone2 ON THE NON-COHERENT LINK (IF REQUIRED) MUST WAIT FOR TgtDone1.
MEMORY WRITE	MEMORY READ	1. Req2 MUST WAIT FOR TgtStart1. 2. TgtDone2 ON THE NON-COHERENT LINK MUST WAIT FOR TgtDone1.
MEMORY READ	MEMORY REQUEST	Req2 MUST WAIT FOR TgtStart1.
MEMORY WRITE	I/O REQUEST OR INTERRUPT	Req2 MUST WAIT FOR TgtStart1.
MEMORY READ	I/O REQUEST	Req2 MUST WAIT FOR TgtStart1.
MEMORY WRITE	FLUSH	TgtDone2 ON THE NON-COHERENT LINK MUST WAIT FOR TgtDone1. (FLUSH DOES NOT CAUSE ANY REQUESTS TO BE ISSUED TO THE COHERENT FABRIC.)
MEMORY READ	FLUSH OR INTERRUPT	NO WAIT REQUIREMENTS
MEMORY WRITE	RESPONSE	Response2 MUST WAIT FOR TgtDone1.
MEMORY READ	RESPONSE	Response2 MUST WAIT FOR TgtStart1.
I/O REQUEST	MEMORY REQUEST	Req2 MUST WAIT FOR TgtStart1.
I/O REQUEST	I/O REQUEST OR INTERRUPT	Req2 MUST WAIT FOR TgtStart1.
I/O REQUEST	FLUSH	TgtDone2 ON THE NON-COHERENT LINK MUST WAIT FOR TgtStart1. (FLUSH DOES NOT CAUSE ANY REQUESTS TO BE ISSUED TO THE COHERENT FABRIC.)
I/O REQUEST	RESPONSE	Response2 MUST WAIT FOR TgtStart1.
FLUSH	ANYTHING	NO WAIT REQUIREMENTS
RESPONSE	ANYTHING	NO WAIT REQUIREMENTS
FIXED / NON VECTORED INTERRUPT	RESPONSE	Response2 MUST WAIT FOR ALL BROADCAST MESSAGE RESPONSES TO BE RECEIVED.
FIXED / NON VECTORED INTERRUPT	ANYTHING BUT RESPONSE	NO WAIT REQUIREMENTS
LPA INTERRUPT	ANYTHING	NO WAIT REQUIREMENTS
SysMsg	ANYTHING	NO WAIT REQUIREMENTS
FENCE	POSTED REQUEST	Req2 MUST WAIT FOR FENCE TO BE RETIRED.
FENCE	ANYTHING NONPOSTED	NO WAIT REQUIREMENTS
POSTED MEMORY WRITE	FENCE	Req2 MAY BE RETIRED WHEN TgtDone1.
POSTED I/O WRITE	FENCE	Req2 MAY BE RETIRED WHEN TgtStart1.
ANYTHING NONPOSTED	FENCE	NO WAIT REQUIREMENTS

Bit Time	7	6	5	4	3	2	1	0
0	SrcUnit[1:0]				Cmd[5:0]			
1		TgtNode[2:0]		TgtUnit[1:0]			SrcNode[2:0]	
2	MD	Rsv				SrcTag[4:0]		
3			Addr[7:3]				NextState[1:0]	RD
4				Addr[15:8]				
5					Addr[23:16]			
6						Addr[31:24]		
7							Addr[39:32]	

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FIG. 12

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NextState[1:0]	Next State
0	No Change
1	Shared : Clean-> Shared Dirty->Shared/Dirty
2	Invalid
3	Rsv

FIG. 13

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Transaction Class	Probe Request	Next State	Memory Data	Return Data	Probe Response Tgt
RdSized (no lock, or locked by different requester)	Probe/Src	No change	1	1	SrcNode/SrcUnit
RdSized (locked by requester)	Probe/Src	Shared	1	1	SrcNode/SrcUnit
RdBlk, RdBlkS	Probe/Src	Shared	1	1	SrcNode/SrcUnit
RdBlkMod	Probe/Src	Invalid	1	1	SrcNode/SrcUnit
ChangeToDirty	Probe/Src	Invalid	0	1	SrcNode/SrcUnit
ValidateBlk	Probe/Src	Invalid	0	0	SrcNode/SrcUnit
WrSized	Probe/Tgt	Invalid	0	1 (0 is optional for 16 doubleword writes)	TgtNode/TgtUnit
VicBlk	No Probes Sent	-	-	-	-

FIG. 14

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Bit Time	7	6	5	4	3	2	1	0
0	SrcUnit[1:0]					Cmd[5:0]		
1		DestNode[2:0]		DestUnit[1:0]			SrcNode[2:0]	
2	Rsv		Error			SrcTag[4:0]		
3	Shared				Rsv			

FIG. 15

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Bit Time	7	6	5	4	3	2	1	0
0	SrcUnit[1:0]				Cmd[5:0]			
1		DestNode[2:0]		DestUnit[1:0]		SrcNode[2:0]		
2	Count[1:0]		Error		SrcTag[4:0]			
3	Shared	Probe		Rsv		Cancel	Count[3:2]	

FIG. 16

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Bit Time	7	6	5	4	3	2	1	0
0	SrcUnit[1:0]				Cmd[5:0]			
1		DestNode[2:0]		DestUnit[1:0]		SrcNode[2:0]		
2	Rsv		Error		SrcTag[4:0]			
3			Rsv			Cancel/ Rsv	Rsv	

FIG. 17

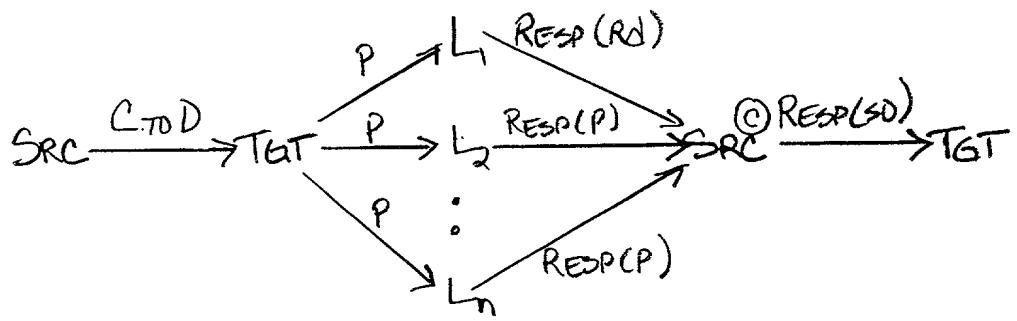


FIG. 23

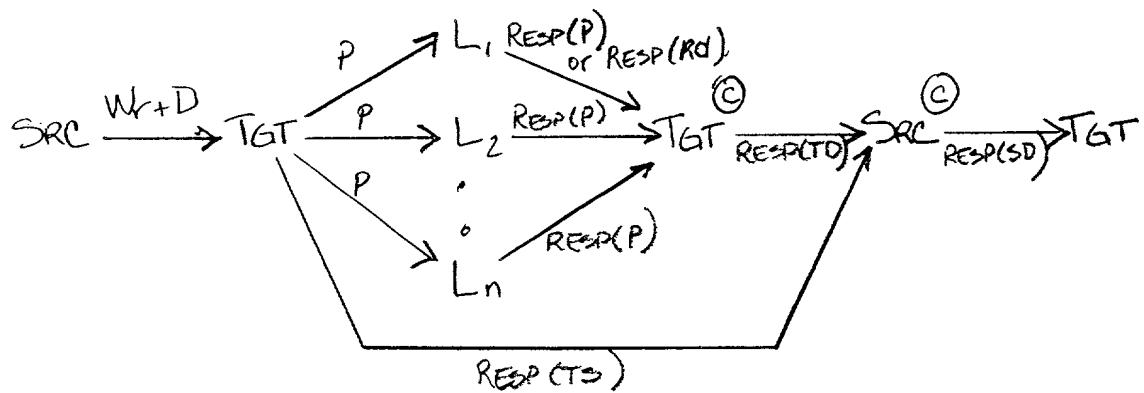


FIG. 18

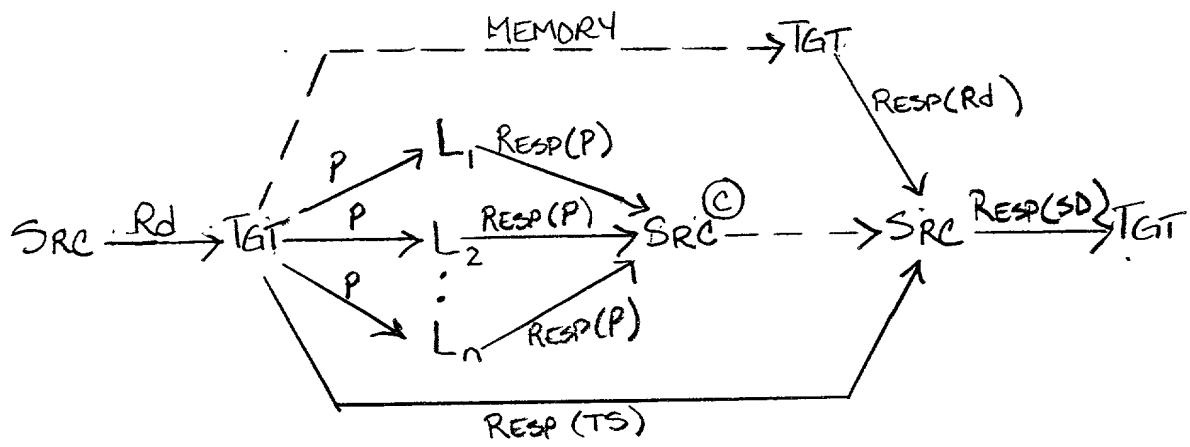


FIG. 19

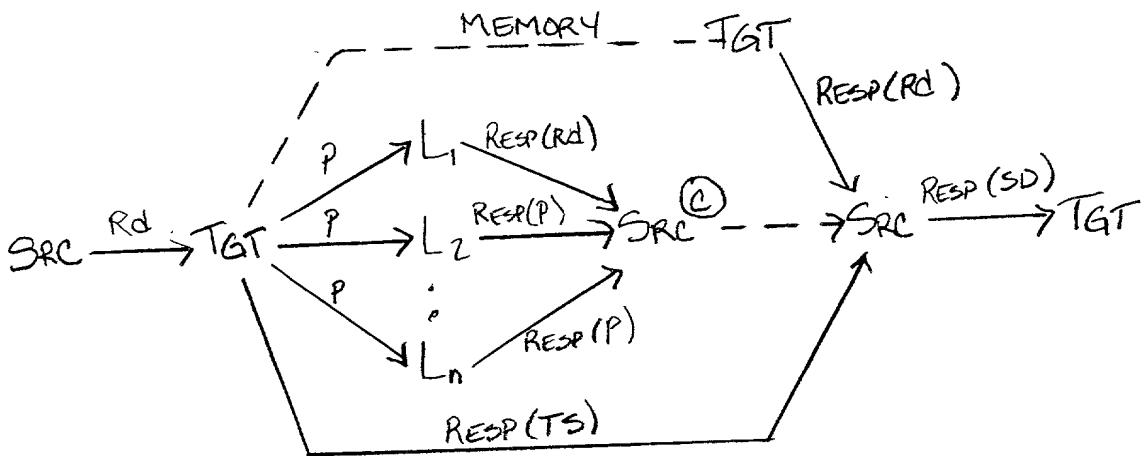


FIG. 20

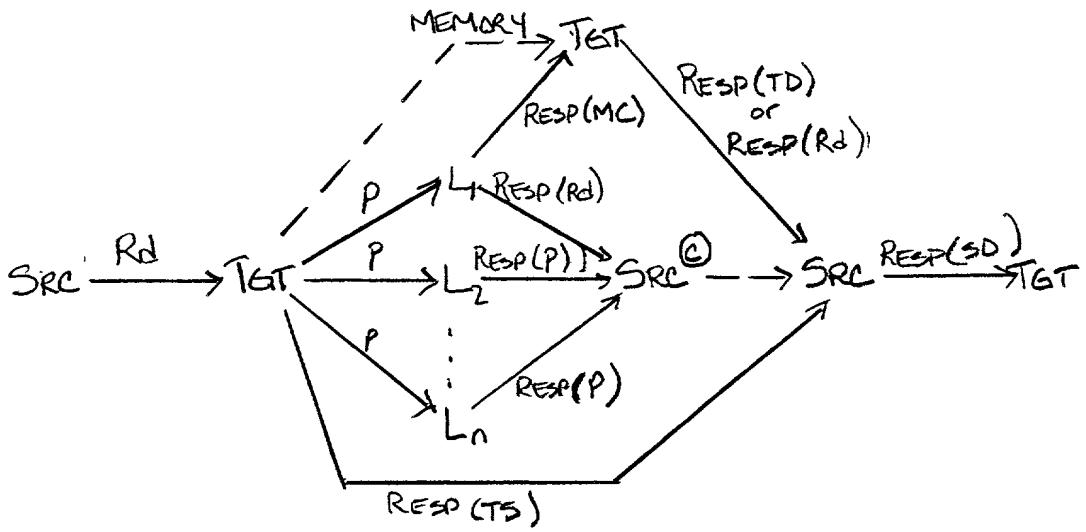


FIG. 21

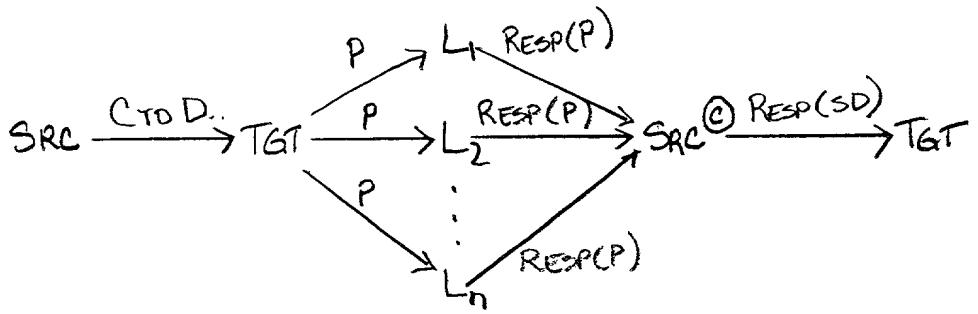


FIG. 22

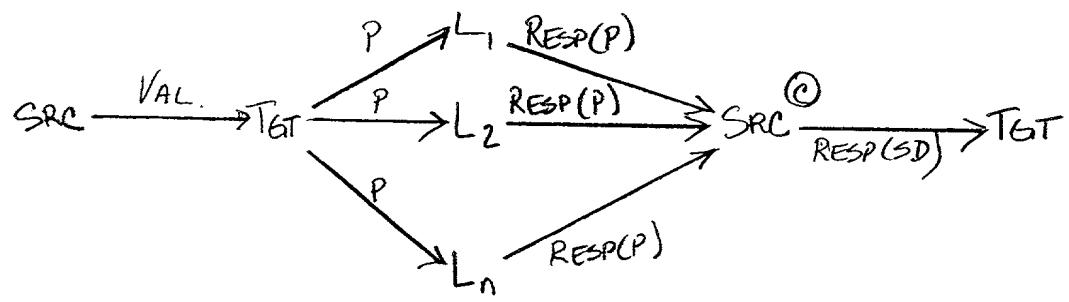


FIG. 24

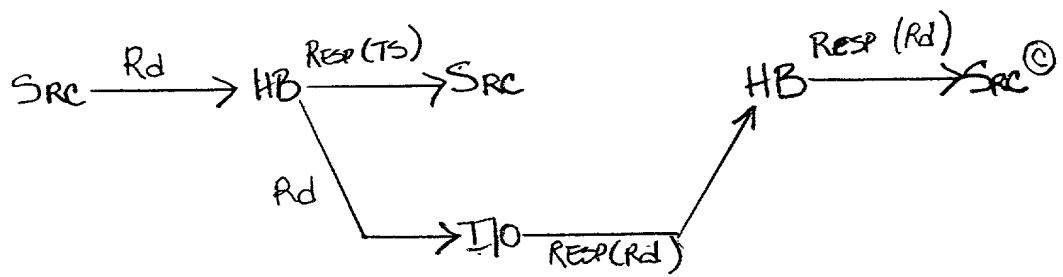


FIG. 25

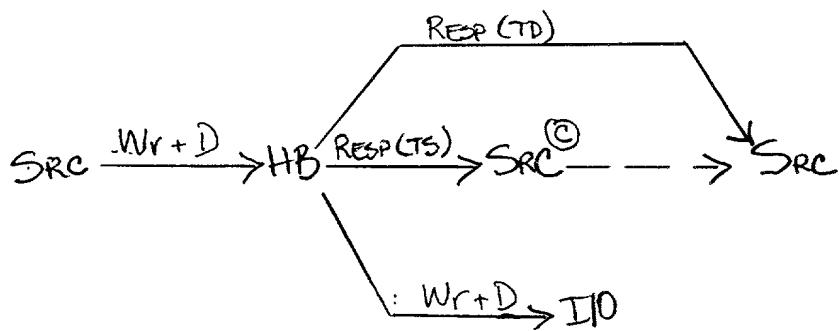


FIG. 26



FIG. 27

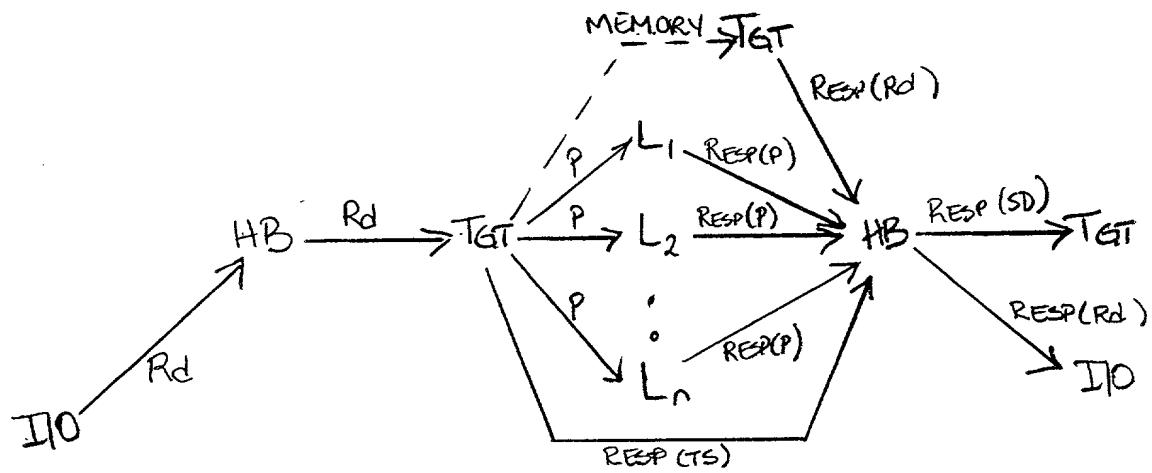


FIG. 28

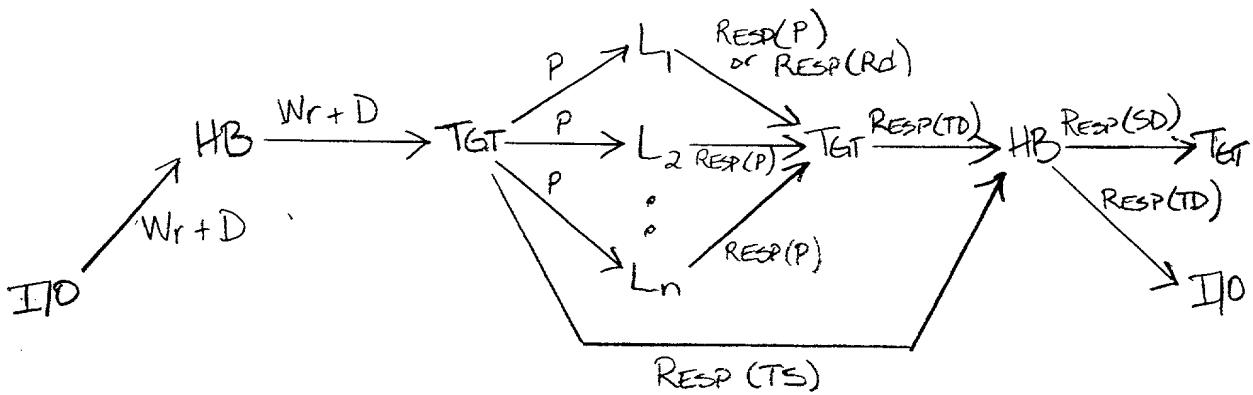


FIG. 29

TIME \rightarrow

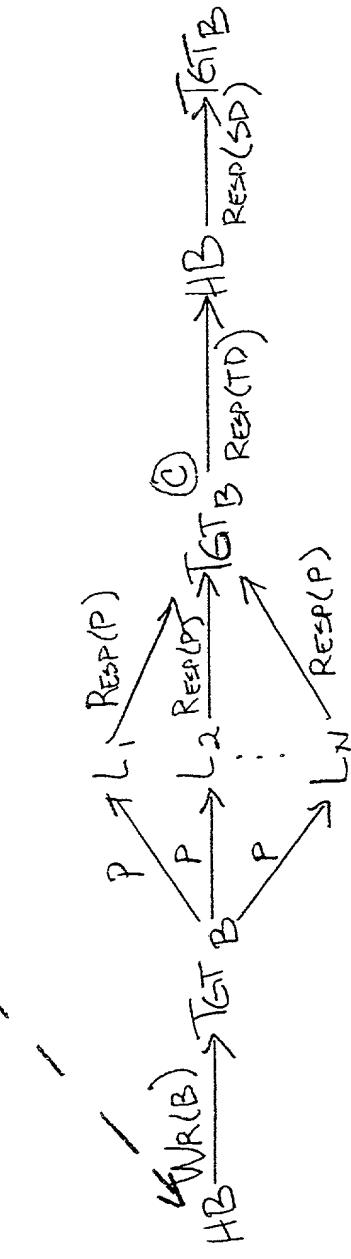
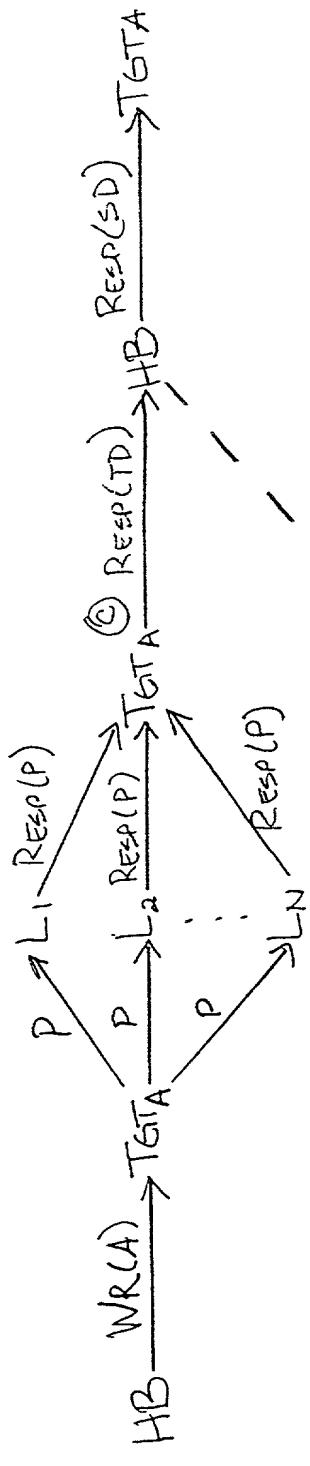


Fig. 30

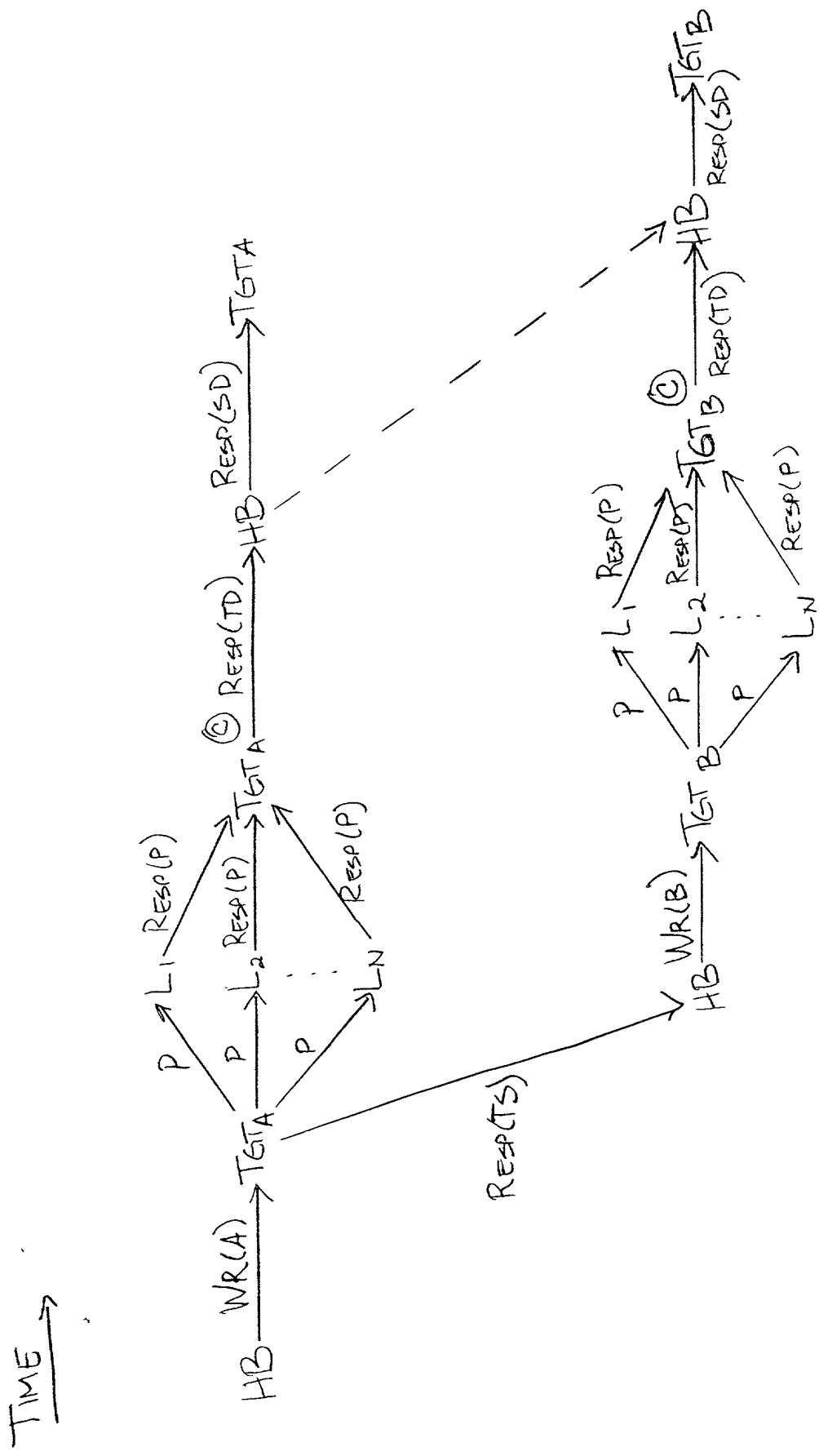


Fig. 31

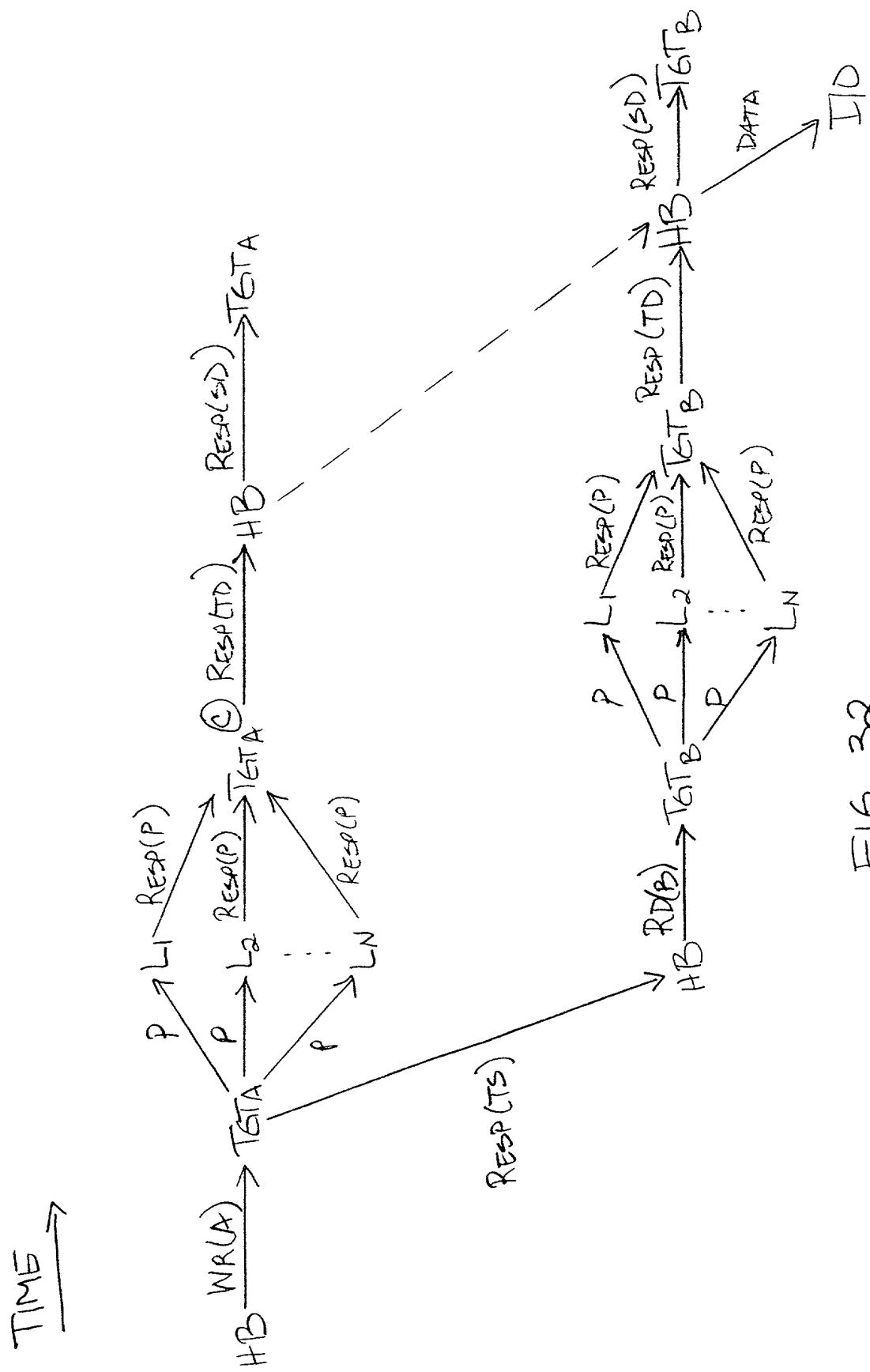


Fig. 32